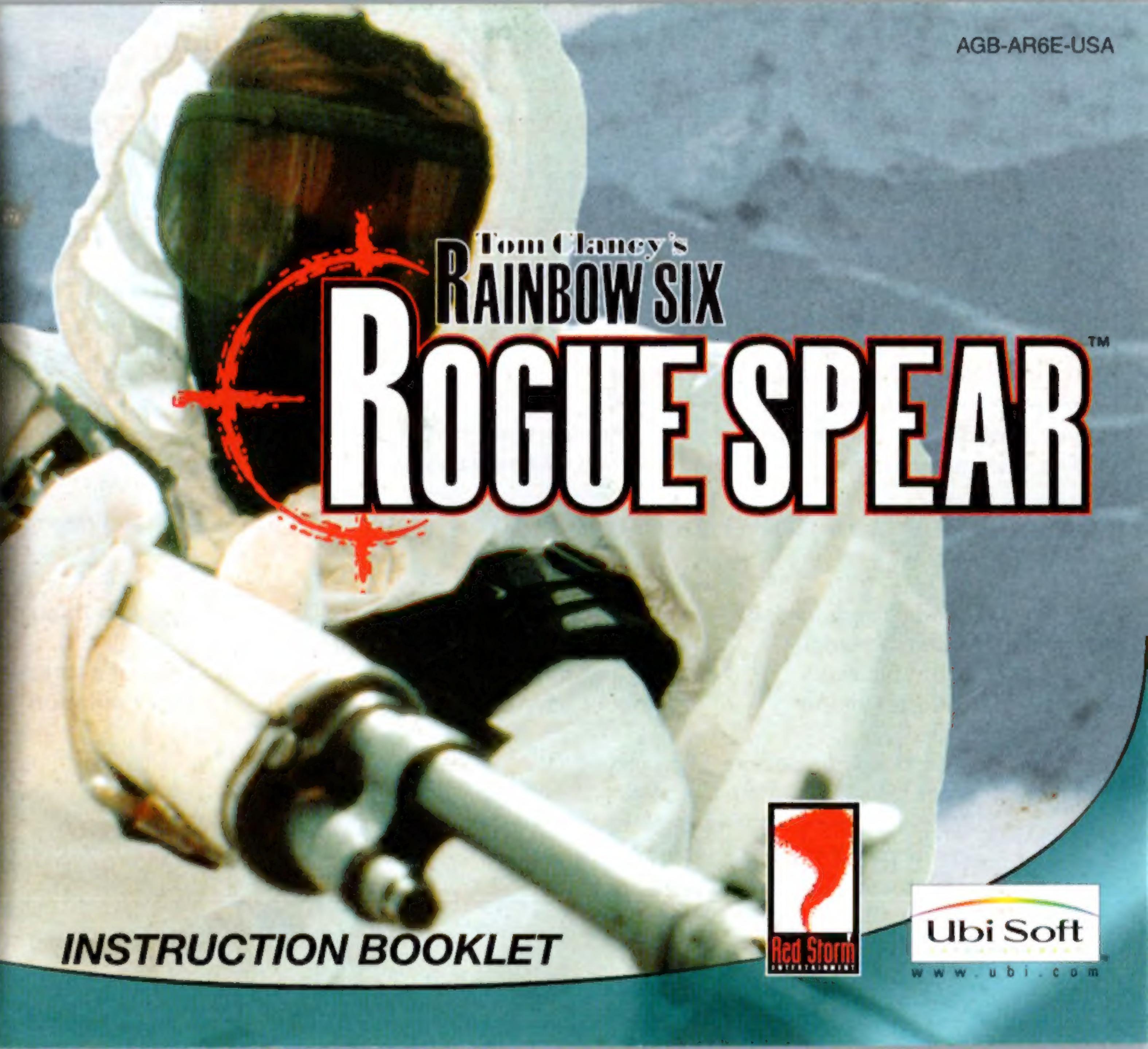


AGB-AR6E-USA

U  
G  
A  
D  
V  
A  
N  
C  
E

G  
A  
M  
E  
B  
O  
Y®



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

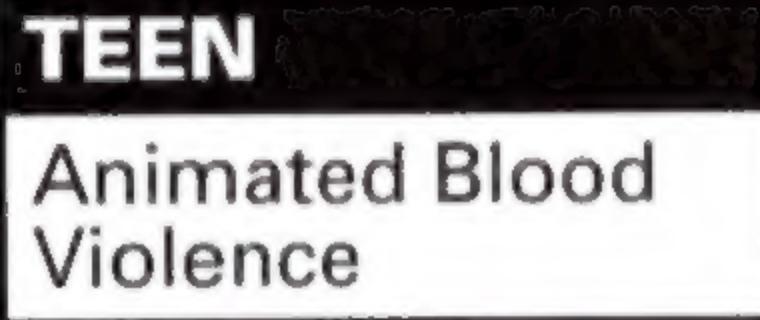
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# CONTENTS

Introduction .....	5	Playing the Game .....	15
Overview.....	5	Controls.....	15-16
Getting Started .....	6	Hostage Rescue.....	16
Game Setup Menus.....	7	Other Actions.....	17
Language selection .....	7	Reloading.....	17
Main Menu .....	7	Class description.....	17
Single Player – Slot Selection.....	8	Assault .....	17
Single Player – Game Mode .....	9	Demolition.....	18
Single Player – Choose Mission ..	9	Recon .....	18
Single Player – Team Selection..	10	Sniper .....	19
Multiplayer – Connection .....	11	Equipment.....	19
Multiplayer – Game Mode.....	12	Armor .....	19
Multiplayer – Team Selection ..	12	Primary Weapons.....	20
Options.....	12	Secondary Weapon .....	20
Action Phase Interface.....	13	Additional equipment .....	21
On-screen display .....	13	Multi-Pak Link.....	22
Life bar .....	13	Necessary equipment .....	22
Progress / Throw Strength bar ..	13	Linking instructions .....	22-23
Position icon.....	13-4	Troubleshooting .....	23
Hit direction.....	14	Appendix A – Credits .....	24-25
Off-screen combat indicator ..	14	Appendix B – Control Card .....	26-27
In-game map .....	14	Technical Support .....	29
Pause Menu.....	14	Warranty .....	30

# INTRODUCTION

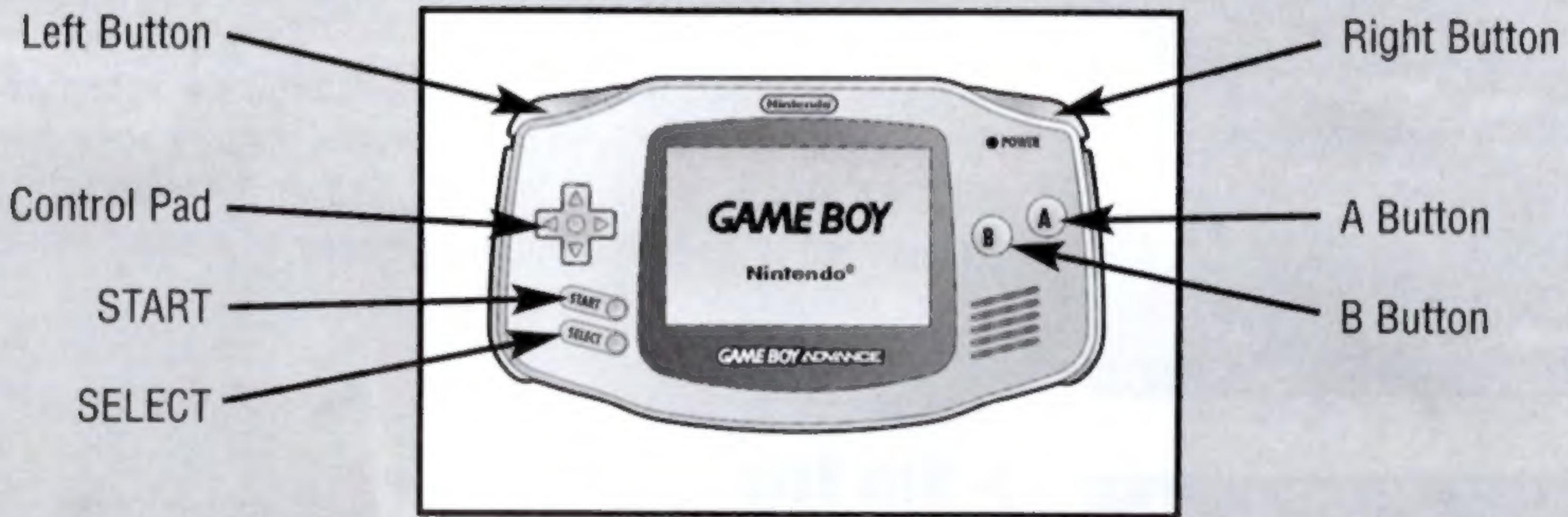
## > Overview

In **Tom Clancy's Rainbow Six™: Rogue Spear™**, you lead RAINBOW, a covert international team combating terrorism around the world. You must select a team and achieve objectives to complete missions. The game's 15 missions are linked together to form a campaign.

The events in the Game Boy® Advance version of **Rogue Spear** take place after the campaign in the PC version.

# GETTING STARTED

## Controls



### Insert the **Rogue Spear**

Game Pak properly into the Game Pak slot on your Game Boy Advance system. Move the Power Switch to the ON position and the Game Boy Screen will appear followed by the Main Menu screen (the first time you play, the Language Selection screen will be displayed).

In **Rogue Spear** you interact with and get information from two distinct interfaces. The **Game Setup Menus** allow you to set up the game. The **Action Phase Interface** gives you information needed while fulfilling mission objectives.

# GAME SETUP MENUS

To navigate the menu, use the Control Pad to select the desired option. Validate choices with the **A Button** and cancel with the **B Button**.



## > Language selection

When you first start **Rogue Spear**, the **Language Selection** screen appears. Select your language and validate your selection with the **A Button**. Your choice will be saved. To change it later, you will need to go to the Options screen.



## > Main Menu

The main menu offers 4 choices:

- **Single Player:** Single Player Menu
- **Multiplayer:** Multiplayer Menu
- **Options:** Options Screen
- **Credits:** Credits Screens

## > Single Player – Slot Selection

In this screen you have to choose whether to load a previously saved game (your game is saved automatically as you complete missions) or start a new one.



### Load a previously saved game

To load a saved game you must select it from the list and press the **A Button**. Then, select the green disk icon and press the **A Button** again to load it.



### Start a new game

Choose an empty slot from the list and press the **A Button**. Then, select the green disk icon and press the **A Button** again to start a new game (if there are no empty slots, delete a previously saved game to create one).

Next you must choose from **Recruit** (easy), **Veteran** (normal) and **Elite** (hard). Each level of difficulty requires varying levels of skill for success.



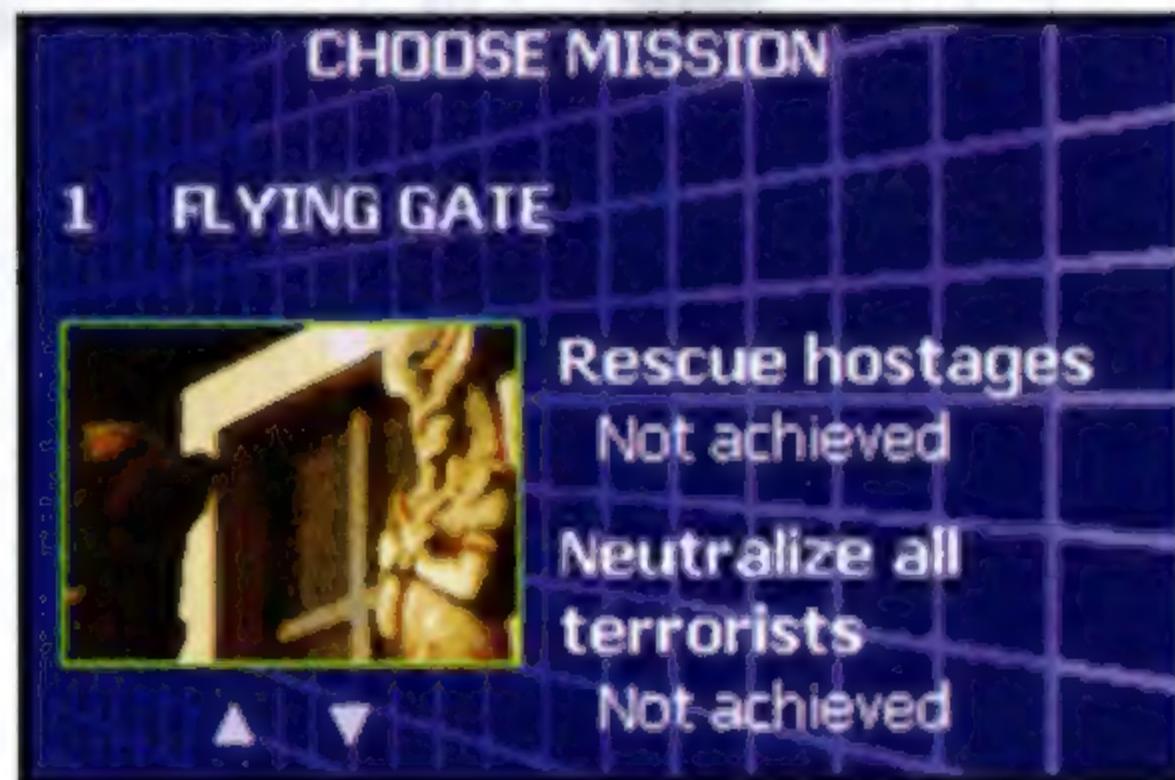
### Delete a previously saved game

Do this by selecting a game from the list and pressing the **A Button**. Then, select the green disk icon with an "X" and press the **A Button** again. You will need to choose between the **Yes, delete** and **No, don't delete** options. Choose **Yes, delete** to delete the previously saved game or **No, don't delete** to cancel the operation and return to the menu.

## > Single Player – Game Mode

You will be able to choose between two options in this screen:

- **Campaign:** Story Mode
- **Lone Wolf:** Play (with a single operative) any mission from **Campaign** mode for which you have completed the primary and secondary objectives.



## > Single Player – Choose Mission

When starting a new game, there will be only one mission available. As you progress in Campaign mode, more missions will unlock (see Single Player – Game Mode for details on the unlock system for Lone Wolf mode). Your progress will be saved automatically.

This screen also shows mission objectives. Secondary objectives (at the bottom) are not required to complete the mission.

You will always be able to replay missions to accomplish all objectives.

Cycle through available missions and validate your choice with the **A Button**.

**Note:** Pushing **START** after cycling to a mission takes you directly to the team selection screen, bypassing the mission briefing.



## > Single Player – Team Selection

Use up and down on the Control Pad to browse the list of available operatives for your team and their equipment and skills profile. Choose the uniform using left and right on the Control Pad. Confirm your selection with the **A Button**. The assigned character will appear in one of the four team boxes in the upper middle part of the screen.

To delete the last character from the team, press the **B Button**.

The character will be removed from the group of selected team members.

Once you have selected all the members of your team, a Press START alert will appear. Press START for some action.

**Note:** In some missions only one operative is allowed on the team. These are Recon missions, where stealth capabilities are required.

## > Multiplayer – Connection

Please refer to the chapter Multi-Pak Link for examples of connecting multiple Game Boy® Advance systems.

When you select the Multiplayer option from the Main Menu, all the players will be asked to connect their Game Boy® Advance systems through the Game Boy® Advance Game Link® Cable. An icon representing a Game Boy® Advance :  will appear on the screen for every player that is currently connected.

From this screen you can get two types of errors:

- **Network error:** Check Troubleshooting chapter for details.
- **Attention alert:** You are trying to play cooperative mode in four players. Cooperative mode is playable by up to two players.

## > Player 1

Player 1 has control of the game definition during the multiplayer session. While other players are connecting, “Press START when all players are connected” will appear on screen. Once ready, press START to continue.

## > Other players

Players other than Player 1 have no control of the game definition during the multiplayer session; but they can see the sequence of operations.

## > Multiplayer – Game Mode

- + 11 + This screen will be visible to all the players, but only Player 1 will be able to choose between the options.

- **Cooperative:** Play missions completed in **Single Player - Campaign** mode. Each player controls a different operative. Up to two players can play in this mode.
- **Adversarial:** Play against your friends. Each player controls a different operative. Up to four players can play Adversarial Mode.

**Note:** Missions 5 and 9 are not available in multiplayer (Cooperative or Adversarial). These Recon missions are not playable by more than one operative.

### > **Multiplayer – Team Selection**

Selecting the team composition is already described in the Single Player – Team Selection chapter. The only difference is that each player may choose only one character from the list.

Once all the players have selected their own operative, a Press START alert will appear. Only Player 1 will be able to press START to begin the mission.

**Note:** More than one player may not select the same operative.

### > **Options**

Select the option you wish to change and validate your choice with the **A Button** (cancel the operation and go back to the Main Menu with the **B Button**).

- **Sound On/Off-** Turn the sound effects of the game on/off. The default setting is ON.
- **Language-** Select one of the 5 languages available (English, French, German, Spanish and Italian)
- **Control set-** Choose between the 2 control sets available (see Controls chapter).

# **ACTION PHASE INTERFACE**

## **> On-screen display**

During the Action Phase, some information will always be displayed on screen.

- **Ammo/Magazine counter** (bullets in the current magazine/remaining magazines)- in the lower right part of the screen.
- **Equipped weapon**- in the upper right part of the screen.

## **> Life bar**

Under the controlled operative there is a small green bar  indicating the health of the character. When you get hit it will progressively fill with red color, depending on the damage taken. When the indicator is completely red, the character is out of the game.

## **> Progress / Throw Strength bar**

During any action performed by an operative, the Life Bar will be replaced by a Progress bar  indicating the time needed to accomplish a task (download files from a PC, defuse a bomb, etc.). It will progressively fill with yellow. When the indicator is completely yellow, the task is accomplished.

This progress bar also shows throw strength when using a frag grenade or flashbang. The more yellow color filling the bar, the longer the throw.

## **> Position icon**

When an enemy is spotted by the operative you control or when one is on screen firing, two small red triangles  will appear under him. These indicate his position, even if hidden behind something. Similar triangles appear in green under hostages.

## > Hit direction

When an enemy is firing at the operative you control, a directional icon  will appear near the operative, indicating the direction where the shot comes from. Use this to spot snipers!

## > Off-screen combat indicator

When team members who are off-screen are fighting, a red circle will appear in the upper left corner of the screen.

## > In-game map



Access the In-game map by pressing START. Use the Control Pad to scroll. The map contains useful information:

- **Green dots:** Your operatives.
- **Red dots:** Enemies (these are only visible when there is a Recon operative in the team... see Class description chapter).
- **Yellow dots:** Objectives (hostages, computers etc. You must perform the Action combo on them).
- **Red rectangle:** Extraction Zone. Bring hostages here!

## > Pause Menu

The Pause Menu can be accessed by pressing SELECT. Here you can check the **Mission Status** (objectives description and success), **Quit** or **Resume** the mission.

# PLAYING THE GAME

## > Controls

Button	Use	Description
Control Pad	Movement	Move your character up/down/left/right and in diagonal directions. Move your crosshairs when in Manual Aim mode.
A Button*	Reload	Reload your current weapon (not applicable to all weapons and depends on ammo available).
B Button*	Fire	Fire your weapon. With a grenade selected, holding down the B Button means a longer throw.
L Button + Control Pad	Strafe	Strafe as long as you keep the L-Button pressed. Release the L-Button to stop strafing.
R Button + A Button*	Change Weapon	Switch to your next weapon. If the controlled operative belongs to the Sniper class, this switches to sniper mode. To exit sniper mode press the R-button.
L Button + R Button + Button*	Change Character	Switch to another team member. The name of the team members and their weapon symbol appear as you cycle through them.
L Button + A Button*	Crouch	Your character will crouch and walk slower but with less probability of being heard and seen. If you crouch behind crates or boxes enemies on the other side will not detect you.

L Button + B Button*	Action	Perform an action (Rescue Hostage, Open door, use item etc.)
L Button + L Button	Hold position/ Follow (all)	This will stop the team and only the controlled character will be able to move. Perform this action again to get the team to follow.
R Button + R Button +	Follow/Hold (single)	This will make one nearby operative follow you or hold in position.
SELECT	Map mode	Enter the in-game map.
START	Pause	Pause the game.

These are the Type 1 (default) controls.

\*The Type 2 control set is obtained by switching A Button with B Button.

## > Hostage Rescue

Approach the hostage and perform the Action combo on them. The hostage will follow you. To leave the hostage, perform the Action combo again. Escort the hostage to the Extraction Zone and leave them there (see In game map chapter).

**Note:** Your team can only escort one hostage at a time to safety.

## > Other Actions

To Open doors, Defuse explosives, Plant surveillance devices, Set explosive charges, Download files, or Deactivate security systems, approach the object to operate (see In game map chapter) and perform the Action combo on it. Some classes can perform certain actions quicker than others (see Class description chapter for details).

Sometimes doors are locked permanently by the terrorists. Even Recon or Demolitions operatives cannot open them. You will hear a clicking sound when trying to open this kind of door.

## > Reloading

Used magazines are no longer available after reloading, even if you reload when only part of a magazine has been used. Therefore, try to reload when there are as few bullets in the current magazine as possible. You must stop moving to reload.

## > Class description

### > Assault

Assault class operatives have high health and speed values. Use Assaulters when you must assault an enemy-occupied building and rescue hostages before the terrorists kill them.

Assassins are usually in the second position of the team due to their strong health and speed.

#### Equipment:

- Medium armor
- 5.56mm M4 Assault Rifle
- 9mm 92FS Pistol
- Flashbangs
- Ammunition magazines

## > Demolition

Demolition class operatives have high armor and health values.

Use Demolition operatives when you have to perform a heavy and short-range assault into buildings or other similar and small environments. The Demolition operative needs 1/2 time to defuse/plant explosives.

Usually demolition operatives are in the first position of the team due to their strong health and armor.

### Equipment:

- Heavy armor
- 12g M1 Shot Gun
- 9mm 92FS Pistol
- Frag grenades
- Demolitions kit

## > Recon

Recon class operatives have high stealth and speed skills. Use Recon operatives in stealth missions where you must hide from enemies and complete objectives like placing cameras, bugging phones, hacking security systems or using computers. Recon operatives need 1/2 time to pick locks or use electronics. They also have the Heartbeat Sensor, which scans the area near the Recon operative as long as he is on the team.

Recon operatives are usually in the 3rd position in the team due to their low armor and importance for mission objectives.

### Equipment:

- Light armor
- 9mm MP5 SD Submachine Gun
- 9mm 92FS Pistol
- Heartbeat sensor
- Electronics kit

## > **Sniper**

Sniper class operatives have high aim and stealth skills. Use Snipers in external environments or large buildings, where it is essential for the mission success to kill enemies from a long distance, avoiding the risk of close combat against well-positioned or numerically superior enemy forces.

Snipers usually follow the team from the last position to cover them.

## > **Equipment**

### > **Armor**

Depending on the character's class there are three types of armor. Each type of armor gives a different level of protection against enemy fire.

- **Light armor:** **Recon** and **Sniper** class. Low protection.
- **Medium armor:** **Assault** class. Medium protection.
- **Heavy armor:** **Demolition** class. High protection.

### Equipment:

- Light armor
- 7.62mm PSG-1 Sniper Rifle
- 9mm 92FS Pistol
- Ammunition magazines

## > Primary Weapons



### Weapon 9mm MP5 SD Submachine Gun

Notes This weapon has a medium range of fire and is small and lightweight. Each time you press the fire button, it will fire 3 rounds.



### Weapon 5.56mm M4 Assault Rifle

Notes This weapon has a longer range and more firepower. If the fire button is kept pressed, it will automatically fire more rounds. Use of manual aim is recommended.



### Weapon 12g M1 Shot Gun

Notes This weapon has a limited range but very high power for close combat. Usually, one shot is enough.



### Weapon 7.62mm PSG-1 Sniper Rifle

Notes This weapon features a very long range and great precision. The crosshair becomes RED when the enemy is perfectly targeted.

## > Secondary Weapon



### Weapon 9mm 92FS SD Pistol

Notes This weapon has a very limited range and little firepower. Use only in case of emergency or if a silenced weapon is needed.

## >Additional equipment

	<b>Equipment</b> Notes	<b>Heartbeat sensor (HBS)</b> Only Recon operatives carry this. With it, team members can spot enemies (red dots, visible on map) in a limited range near the Recon operative.
	<b>Equipment</b> Notes	<b>Frag grenade</b> Fragmentation grenades have a devastating explosive effect. Tune your throw strength using the progress bar. Be careful: grenades can bounce back off walls.
	<b>Equipment</b> Notes	<b>Flashbang</b> Flashbangs disorient enemies with a bright flash and loud bang. Throw one to gain a tactical advantage; but turn away when it explodes, or you will be blinded for a few seconds too.
	<b>Equipment</b> Notes	<b>Magazine</b> Extra magazines for Assault and Sniper operatives.
	<b>Equipment</b> Notes	<b>Electronics kit</b> Kit for placing bugs and deactivating security systems faster.
	<b>Equipment</b> Notes	<b>Demolitions kit</b> Kit for placing and defusing explosives faster.

# MULTI-PAK LINK

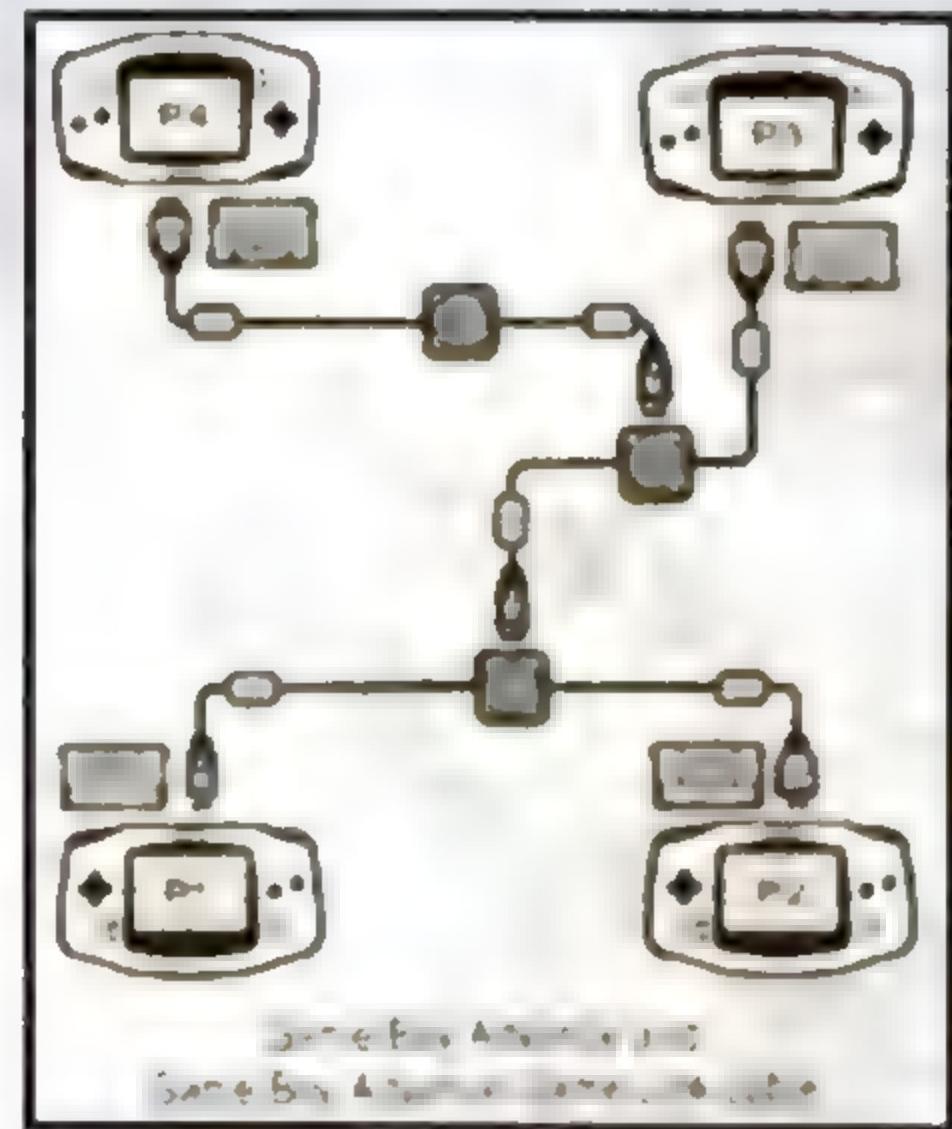
**THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH  
REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE**

## > Necessary equipment

Game Boy® Advance systems .....	One per player.
Rogue Spear Game Paks .....	One per player.
Game Boy® Advance Game Link® Cables .....	Two players: One Game Link Cable. Three players: Two Game Link Cables. Four players: Three Game Link Cables.

## > Linking instructions

1. Make sure the Power Switches on all of the game systems are turned OFF, then insert the Rogue Spear Game Paks into the individual Game Pak slots.
2. Connect the Game Link® Cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now, follow the instructions in Multiplayer – Connection.



## **Notes:**

- When playing with only two or three players, do not connect any unused game systems.
- The player who plugs the small purple connector into his or her Game Boy® Advance will be Player 1.
- Adversarial mode can be played by up to 4 players.
- Cooperative mode can be played by up to 2 players.

## **> Troubleshooting**

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than *Game Boy Advance Game Link Cables*.
- When any Game Link® Cable is not fully inserted into any game system.
- When any Game Link® Cable is removed during the transfer of data.
- When more than four *Game Boy® Advance* systems are linked.
- When any Game Link® Cable is incorrectly connected to any game system.

# CREDITS

**Lead Programmer**

Massimiliano Pagani

**Engine Programmers**

Lear Cabrini

Pierluigi Garaventa

Valentino Miazzo

David Weinstein

**Sound Programmer**

Stefano Chiappa

**Tools Programmers**

Christian Slanzi

Francesco Vitale

**Lead Designer**

Manuel Sava Llanes

**Game Designers**

Massimo Guarini

Giordano Nisi

**Background Artist**

Fabio Pagetti

**Animator**

Giuliano Boiocchi

**Sound Designer**

Gianni Ricciardi

**Producer**

Nicola Aitoro

**Lead Tester**

Jonathan Moreau

**Testers**

Jean-Dominic Audet

Pascal Émard

Sébastien Martel

Frédéric Dufort

Jimi Langlois

Riccardo Landi

**Ubi Soft Entertainment CEO**

Yves Guillemot

**International Production****Director**

Christine Burgess-Quemard

International Content Director

Serge Hascoet

**International Content Manager**

Travis Getz

**Ubi Studios Italy General Manager**

Florence Alibert

**Sound Studio Manager**

Davide Pensato

**Development Studio Manager**

Alain Bedel

**Worldwide Artistic Director**

Jean-Marc Geffroy

**Worldwide Test Manager**

Eric Tremblay

**Approval Coordinators**

Nikola Milisavljevic

Willie Wareham

**US Marketing**

Helene Juguet

Sean McCann

**US PR**

Marcus Beer

**EMEA Marketing Director**

Laurence Buisson-Nollent

**EMEA Marketing Group Manager**

Axelle Verny

**EMEA Brand Manager**

Cedrick Delmas

**Local Brand Managers**

Jim Hill

Soren Lass

Marcel Keij

Stephane Catherine

Michael Thielmann

Antonio Rabanera

Vera Shah

Valeria Lodeserto

Christian Born

Vanessa Leclercq

Evelyn de Vooght

**Worldwide Localization**

**Manager**

Coralie Martin

**Localisation Manager (Senior)**

Anne Perreau

**French version translation**

Laurence Mahéo

**Linguistic Testing (French)**

Xavier Vibert

**German version coordination**

Oliver Jörg

**German version translation**

Richard Tintelnot

**Linguistic Testing (German)**

Dieter Pfeil

**Italian version translation**

Project Synthesis

**Linguistic Testing (German)**

Project Synthesis

**Spanish version translation**

Betafix Services

**Linguistic Testing (Spanish)**

Betafix Services

**Special Thanks**

Alberto Barbati

Davide Soliani

Benoit Macon

Alexis Nolent

Deke Waters

Thomas Belmont

Pascal Lalancette

Ronan Després

The original Rainbow Six: Rogue Spear team.

This game is dedicated to our friend and colleague Claudio Casadei.

**PROOF OF PURCHASE**



Tom Clancy's Rainbow Six™: Rogue Spear™

# **CONTROL CARD**

**Cut out this card to have easy access to the Rogue Spear *Game Boy Advance* controls!**

© 2002 Red Storm Entertainment, Inc. Red Storm and Red Storm Entertainment are trademarks of Red Storm Entertainment, Inc. Red Storm Entertainment, Inc. is a Ubi Soft Entertainment company. All Rights Reserved. Rainbow Six is a trademark of Red Storm Entertainment, Inc. Rogue Spear is a trademark of Red Storm Entertainment, Inc.

# RAINBOW SIX

# ROGUE SPEAR

GAME BOY ADVANCE



Ubisoft

Button	Use	Description
Control Pad	Movement	Move your character up/down/left/right and in diagonal directions. While in Manual Aim mode, move your aiming scope.
A Button	Reload	Reload your current weapon (not applicable to all weapons and depends on the bullets available).
B Button	Fire	Fire your current weapon When the grenade is selected, hold down B-Button for a longer shot.
R Button+Control Pad	Strafe	Strafe as long as you keep the R-Button pressed Release the R-Button to quit this action.
R Button+ A Button	Change weapon	Switch to the next equipped weapon If the controlled operative belongs to the Sniper class this combination switches to sniper mode.
R Button+ B Button	Enter Manual Aim Mode	Control the aiming scope for a better precision by keeping pressed the R-Button
L Button+ A Button	Crouch	Your character will crouch and walk slower but with less probability of being heard and seen.
R Button+L Button+ Control Pad	Action	Perform an action (Rescue Hostage, Open door, use item etc.)
R Button+L Button+ A Button	Single Call	This action will make one nearby hostage or operative follow you
R Button+L Button+ A Button	Multi Call	This action will make all nearby operatives follow you.
R Button+L Button+ A Button+A Button	Charge	Use this command to control another team member.
R Button+L Button+ B Button	Character	
Select Button	Map mode	Enter the in-game map.
Start Button	Pause	Pause the game



1. FOLD
2. INSERT
3. PLAY!

FOLD HERE

# **NOTES**

# **TECHNICAL SUPPORT**

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the readme file. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number)
- Exact error message reported (if applicable) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- Operating system
- Video card that you are using and amount of RAM it uses
- Maker and speed of your CD-ROM or DVD-ROM drive
- Type of Sound Card you are using

## **CONTACT US OVER THE INTERNET**

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up to date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis so please check here first for solutions to your problems: <http://support.ubi.com>. If you cannot find an answer to your question, you will be able to send your question directly to our Technical Support staff. We will attempt to answer your question within 72 hours (barring weekends and holidays.)

## **CONTACT US BY PHONE**

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am- 9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please log on to our support site at <http://support.ubi.com>.

## **CONTACT US BY STANDARD MAIL**

If all else fails you can write to us at:

Ubi Soft Technical Support  
2000 Aerial Center Pkwy, Suite 110  
Morrisville, NC 27560

## **RETURN POLICY**

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

# **UBI SOFT LIMITED WARRANTY**

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace the defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

## **LIMITATIONS**

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

## **NOTICE**

Ubi Soft reserves the right to make improvements in its products at any time and without notice. **PRODUCT / DOCUMENTATION REPLACEMENTS:**

Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

### **WITHIN THE 90-DAY WARRANTY PERIOD:**

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

### **AFTER THE 90-DAY WARRANTY PERIOD:**

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

## **REPLACEMENT FEES**

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubi.com> for an updated price list.

## **WARRANTY ADDRESS AND CONTACT INFORMATION:**

Email:	replacements@ubisoft.com
Phone:	919-460-9778
Hours:	9am - 9pm (EST), M-F
Address:	Ubi Soft Replacements 2000 Aerial Center Pkwy, Ste. 110, Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

To order Ubi Soft products in the United States, please call toll free 877-604-6523.



Ubi Soft Entertainment, Inc.  
625 Third St., 3rd Floor - San Francisco, CA 94107

PRINTED IN JAPAN